

## **New USSA Racer Information**

### **Course Inspection**

1. Meet coaches at the top of the course before each run.
2. You must find the coach. Coaches do not have time to locate individual races.  
BE ON TIME.

### **The Start: Slalom**

1. Slalom start command is “READY” pause “GO”.
2. You have approximately ten seconds after the “GO” to leave.
3. You may not leave before “GO”.

### **The Start: GS, SG and DH**

1. These are called “INTERVAL” starts. They are at set intervals determined by the jury.
2. The first command is “10 SECONDS”. This means put your poles across the wand and get ready.
3. After 5 seconds the starter counts down, “FIVE, FOUR, THREE, TWO, ONE, GO, ONE, TWO, THREE, FOUR, FIVE”. If you have not left by the last FIVE you are disqualified.
4. You may not leave before the first “FIVE”.

### **Racing the Course**

1. Your ski tips and feet must pass between the two poles of the same color that form the “gate”.
2. Some gates may be “DELAY” gates. That is, they don’t require a change of direction but only “delay” the existing turn.
3. If you miss a gate, in SLALOM or GS, you must hike or you will be disqualified. “DQd” racers do not get a second run. HVST EXPECTS all racers, except first seeds, to hike for your second run. BE SURE TO USE CAUTION WHEN HIKING IN GS! You may be overtaken.(see “overtake”)
4. If you miss a gate and need to know where to re-enter the course, it is YOUR RESPONSIBILITY to ask the nearest gatekeeper for directions. “Miss-direction” by a gatekeeper is NOT a cause for re-runs or protests.
5. If you are interfered with, blocked, or in slalom, are getting hit in the face by gates from a racer ahead of you on the course, You MUST LEAVE the course immediately and ask the REFEREE for a re-run.
6. If you loose a ski out of the start, or more than two gates from the finish, you are DISQUALIFIED (DQd)

### **The Finish**

1. The clock stops when any part of the racer or their equipment breaks the beam.
2. You may finish the last two gates on one ski.

3. If you fall and lose everything right at the finish, you may break the beam with anything and it will count. You will not be DQd.
4. Once the clock is stopped you may NOT hike back to make a missed gate.

### **Timing**

1. Scored races (J3 and up) use two timers independent of each other and hand timers at the start and finish.
2. All timers are synchronized to the "TIME OF DAY" (usually 0 Hrs, 0 Minutes, 0 Seconds and 0 Hundreds at the start of the race.
3. Times are recorded as "time of departure" and "time of arrival". Each "event" is recorded on the timer tape. Elapsed times are calculated by the timing device from these "events". Hand times are only calculated when needed.
4. If the timing device "misses" a time, a "corrected" time is calculated from the hand time sheets using the average deviation from the electric times of the five racers before and five after.
5. The timer tape of "events" makes it possible to figure times during "overtakes" or other irregular interruptions of the finish beam.

### **Scoreboard**

1. All times posted on the scoreboard are UNOFFICIAL.
2. At times your time may not be posted. Timing will notify you if there is a problem otherwise your time is in the system. .

### **Overtakes**

1. If you are overtaken by another racer because of a fall, a hike, or other delay of your cause, you may finish the course after the other racer passes you. The nature of the timing equipment allows both to get times.

### **Reruns**

1. All reruns are "provisional". That is, the jury meets and rules on them after the race run has ended.
2. Once you leave the start on your rerun any previous time is erased. Rarely is a racer who has a time allowed a rerun.
3. Only the REFEREE may grant a rerun. There is a finish referee at the finish line who is in radio contact with the referee.
4. INTERFERENCE occurs when there is something in your way (like a gatekeeper or object) or, in slalom, you are getting hit in the face by the gates disturbed by a racer that you have overtaken. You MUST leave the course as soon as possible, notify the nearest gatekeeper and report to the finish referee. The Finish Referee will contact the referee who will inform the start.
5. When granted a rerun it is in your best interest to return to the start as soon as possible. You will be inserted as soon as you are ready. If you are at the end, the last racer will be held so that you may run ahead of him/her.
6. If a gate is missing, you MAY stop and ask for a rerun. However it is usually to your advantage to ski around the dye spot and continue. (tips and feet must pass around the dye spot)

### **Disqualification (DQ)**

1. Missing a gate is the most common (but not the only) cause for a DQ.
2. When the run is over a Referee's Report is written based on the gatekeeper's cards and posted on the scoreboard. All DQd racers are listed. When possible the numbers and names are announced.
3. You have 15 minutes from the TIME of POSTING to file a protest if you feel there is an error.
4. It is your responsibility to check the referee's report when it is posted to see if your name is on it. Sometimes errors are made so even if you don't think you DQd you should check.
5. Gatekeepers make diagrams on their cards of the infraction. They are the "official on the scene" and their "call" has precedence.

### **Protests**

1. All protests must be filed with the REFEREE by your coach or team captain. Racers or parents may not file protests.
2. Protests must be in writing and accompanied by the appropriate fee (set by the jury, usually \$25)
3. All available evidence may be used. (videos, etc.)
4. The Chief of Race and the Referee decide and vote. If they don't agree the Technical Delegate breaks the tie.
5. If you win the protest your protest fee is returned to you.